



KTEK™

Software

BABYSITTER VOL. 1

instructions

for use with Commodore 64™ computers

#34003-3-2

BABYSITTER VOL. 1

A K-TEK™ product for Commodore 64™ computers

A fascinating foursome of programs for inquiring minds. The exciting challenges are yours as you create lovely and original music in tenor, alto or soprano! Draw fanciful pictures in glorious colors using special keys and the joystick! Out-think the machine as you correctly guess the letter needed in the intriguing alphabet game! Select from 3 levels of difficulty as you test your wits in the "Magic Memory Game". Amusing exercises for your intellect.

LOAD MAIN MENU: Type LOAD "MENU", 8 then Press RETURN. The program will then load. When the computer says READY then type the command RUN and Press RETURN. After the introductions appear, the screen will prompt you to enter the number that corresponds with the game you wish to play.

- TYPE 1 to play Magic Music Machine, 2 to play Magic Drawing Board, 3 for Magic Alphabet, 4 to play Magic Memory. After making selection press RETURN. To play TYPE Y and press RETURN. To make different selection TYPE N and press RETURN.

1. **MAGIC MUSIC MACHINE:** Press number keys 1 to 9 to create notes. Press other keys for silence. Function key F5 will give soprano pitch, F3 for alto, F1 for tenor. F7 will quit program and ask if you want a different game. (Enter Y for yes, N for no. Press RETURN). If N is entered program ends. If Y is entered you will be prompted to rewind tape, hit RETURN. Main menu will load and run.

2. **MAGIC DRAWING BOARD:** TYPE a 1 to use keyboard to draw, or a 2 to use joystick. Instructions for use drawing device you've chosen will be displayed.

- Keyboard: Cursor keys move cursor. Color keys (number keys 1 thru 8) change color of cursor. F1 function key clears screen.
- Joystick: Cursor moves in direction stick is pushed. Fire button clears screen. Number keys (1 thru 8) change color of cursor.

TO END this game press function key F7. Computer asks if you want to play another game. TYPE Y for yes, N for no. Press RETURN. If N was entered game ends. Y means computer prompts you to re-wind tape and hit RETURN. Menu reappears.

3. **MAGIC ALPHABET:** Screen displays a letter. You must enter letter which follows in the alphabet. Guess right and you're congratulated. Guess wrong and you're corrected. Then the next letter is displayed.

TO END this game press RETURN to see number of letters guessed correctly. You're asked if you want to play again. Enter Y for yes, N for no and press RETURN. If N is entered computer asks if you wish to play a different game. TYPE Y for yes, N for no and press RETURN. If N was selected program ends. If Y was entered you're prompted to rewind tape and hit RETURN. Menu loads and runs.

4. **MAGIC MEMORY GAME: (3 LEVELS)** Press F1 function key for easy, F3 for moderate, F5 for hard. There are four boxes at top of screen. One box displays number which corresponds with order of box and a tone will sound.

- OBJECT is to correctly repeat the order by pressing correct number keys (1 thru 4). If you either miss or complete a sequence press C to continue and menu will again appear.

TO END this game press F7 function key. Computer asks if you wish to play a different game. TYPE Y for yes and N for no. Press RETURN. N means game ends. Y means press play on tape and main menu loads and runs.

REQUIREMENTS: Commodore 64™ Computer, Disk Drive, Joystick & Hi-Resolution Screen.

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